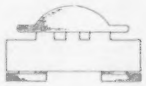
TELAHIN ENTERPRISES
111 NORTH BRIDGE ROAD #04-40
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3381862, 3381855, 3397695
TELEX: RS 22813 MSC

FREE

TURNINGPOINT™
SOFTWARE

11A Main Street Watertown, MA 02172
(617) 923-4441

DRANGEL 0050

C-ALIEN  0100

EAGULL 0200

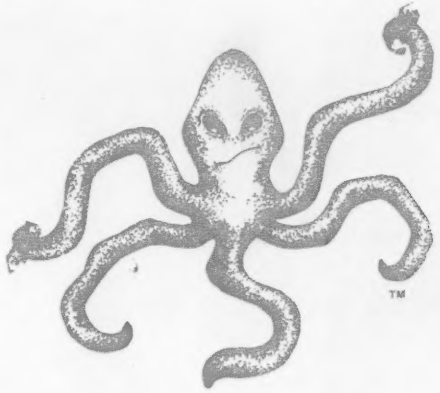
NAGA 0500

WHIRR 0750

PENTAPUS™

Brand Arcade Game

Jeremy Sagan's Latest



TURNINGPOINT™
SOFTWARE

© Copyright 1983 Turning Point Software Inc.

TELAHIN ENTERPRISES
111 NORTH BRIDGE ROAD #04-40
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3381862, 3381855, 3397695
TELEX: RS 22813 MSC

INTRODUCTION

You have just been entrusted with a mission of vital importance. Your computer is now the command console in a desperate race.

You have been projected across space and time into an era unlike any other. Terrifying battles have left the universe uninhabitable. After searching through endless other universes, man has discovered that only the original can sustain human life! But an army of mutants has taken over our universe, an army lead by the extremely powerful **Pentapus.**™
The only possible solution is to control the Stargates between the universes, and there are only five Stargates remaining! Use your skill and intelligence to guide the Stargates against the mutant attack waves and defeat the **Pentapus.**

GAME PLAY

To begin play, take the diskette out of its protective sleeve and place it in disk drive one of your computer. Make sure the label is facing up and the small notch on the side of the diskette is facing towards the left. Now turn on your computer. This will cause **Pentapus** to "boot" and the game will be ready to play. **Pentapus** will run in DEMO mode, which simulates game play, until you either press a key on the keyboard or press the second button on your joystick. You can use any type of joystick with **Pentapus**, just be sure that you know which button is the primary one. (Usually the primary button or firing button is closest to you on the joystick.) If the game is started by pressing a key on the keyboard, you will be asked to select one of four levels (K, 1, 2, 3). K is the "kids" level which runs in slow motion, while levels one through three represent increasing difficulty. Level 3 is very difficult! If you press the second joystick button, instead of using the keyboard, the game will begin at the level which was last played.

Ready to play? Hold on to your joystick and prepare to fire! You control the colored box on the screen which is the physical image of your Stargate. Moving the joystick to the left or right produces horizontal movement of your Stargate. Upward or downward movement of the joystick causes vertical motion. Use the primary button on your joystick to fire; press it and notice your Stargate flash. Move over a mutant attacker and hit the button. Instantly the alien will disappear! Continue until all the aliens on the screen are gone. At this point the next wave will begin. You must complete 4 waves: first the Drangels, then the C-Aliens, next the Eagulls, and finally the dreaded Nagas (which constantly change into their alter-ego Drangels). Then you can battle the **Pentapus** and its fleet of protecting Whirrs! To destroy the **Pentapus**, first all Whirrs must be eliminated, then aim between its eyes and fire quickly! If you can engage and defeat the **Pentapus** three times, your universe is regained.

GAME FEATURES

There are several escape functions which are of interest to players. If you press the [ESC] key the game will pause until you press either a function key or the [ESC] key again (this is great if you want to run to the refrigerator, as it will allow you to freeze the game and continue later). The following function keys are available after pressing [ESC]:

R - Restart	If you want to start the game over at the beginning.
S - Sound	Toggles the sound on/off.
C - Clear	Clears all the high scores in memory. (does not clear the disk).
W - Write	Saves your high scores to disk. Make sure the diskette is in disk drive one.

If you attain one of the ten highest scores at the end of a game, you will be asked to enter your new high score. Use the joystick to position the cursor (the little flashing box) over a letter and press the firing button to select it. If you make a mistake, move the joystick so the cursor is over the back arrow symbol (←) and press the button. This will backspace, so you may reselect a letter. When you are satisfied, select END to record you initials, score, and game level. Make sure you use [ESC] W to write the high scores to disk. Each time you boot the game the saved high scores will be read in from disk and displayed.

STRATEGY HINTS

You may find it useful to let the DEMO mode run all the way through before playing. This will give you a chance to see the first ten attack waves. It is also important to realize that a Stargate cannot move all the way to the top of the screen — this is a protected region, but you can wrap around towards the left and right.

Advanced players can try pressing the second button during play. This reduces the size of a Stargate, allowing one to evade the "smart bombs" launched in the higher attack waves. Beware of surprises which can occur at any level or during any attack wave.

THE AUTHOR

Jeremy Sagan is a 22 year old video game player/designer for Turning Point Software. He has been playing with computers for over ten years! When not writing video games, he enjoys sports, playing blues harp with a local Boston blues group, and reading books by his father, astronomer Carl Sagan.

PERRY MASON
THE CASE OF THE MANDARIN MURDER™

Loading on the APPLE® II Series

1. Make sure the computer is turned off.
2. Insert game disk Side A into the disk drive.
3. Turn on the computer.
4. The program will load automatically.

Using Two Disk Drives on the Apple®

This program automatically assumes that you are using one disk drive. If you wish to use two disk drives, the following command may be used at the beginning of play:

1. Type SETUP when the first cursor appears on the screen.
2. Follow the instructions on the screen to indicate how many drives you are using.
3. Follow all screen instructions on which disk to insert to continue gameplay.

NOTE: Do not attempt to interchange SWE disks between one and two-disk drive systems. Any gameplay that you SWE on a Side A Disk created under a two drive system, for example, can only be RESTORED when using two drives.

Apple® is a registered trademark of Apple Computer, Inc.

DISK LOADING INSTRUCTIONS FOR APPLE II, ATARI 400/800 and TRS-80 Model I Basic Programs . . . . Simply boot your disk!

DISK LOADING INSTRUCTIONS FOR TRS-80 EMPIRE OF THE OVER-MIND:

Boot disk, the monitor will display "DOS READY". Type OVERDATA/CIM and press "ENTER" key. The computer will load the data file. When the data file is loaded "DOS READY" will again be displayed. Now type OVERMIND/CMD and press the "ENTER" key. The main program will now load. When the program has loaded the monitor will prompt with "PRESS ANY KEY TO BEGIN". Press any key to begin the game.

DISK LOADING INSTRUCTIONS FOR TRS-80 LORDS OF KARMA:

Boot disk, monitor will display "DOS READY". Type KDATA/CIM and press the "ENTER" key. The computer will load the data file. "DOS READY" will again be displayed on the monitor, now type KARMA/CMD and press the "ENTER" key. When the program is loaded "LORDS OF KARMA" and "PRESS ANY KEY TO BEGIN" will be displayed on the monitor. Press any key, it will take approximately one minute for the computer to set up the program and to begin the game.

SAVING INSTRUCTIONS FOR EMPIRE OF THE OVER-MIND, TRS-80:

Type QUIT. Respond with N to the START AGAIN prompt. Using the Disk DUMP procedure in your TRDOS Owner's Manual. The Starting address is BØØØ. The ending point is EEFF. Mod. I, TYPE: Dump filename/CIM:1 (Start = BØØØ, STOP = EEFF). Mod. III, TYPE: Dump filename/CIM (Start = ØBØØØ, END = ØEEFF).

To load the saved game insert the saved game disk into the drive and type LOAD filename*/CIM. After the saved game has been loaded put the EMPIRE OF THE OVER-MIND disk into the drive and type OVERMIND.

SAVING INSTRUCTIONS FOR EMPIRE OF THE OVER-MIND, APPLE:

Type QUIT. Respond with N to the START AGAIN prompt. Get into Monitor Mode (i.e. CALL 2Ø48). Type BSAVE OVERMIND2, A$8ØØØ,L$1ØØØ.

To reload a saved game, first load the EMPIRE OF THE OVER-MIND disk. Type QUIT as above. Put the saved game disk into the disk drive. Press the CONTROL and C keys. When the APPLESOFT prompt appears type BLOAD OVERMIND2. After it has been loaded type CALL 2Ø48.

SAVING INSTRUCTIONS FOR EMPIRE OF THE OVER-MIND, ATARI:

Place blank formatted disk in disk drive and type SAVE. To reload a saved game first load the OVER-MIND Program. When you are in the Command mode put the saved game disk into the disk drive and type LOAD.

SAVING INSTRUCTIONS FOR LORDS OF KARMA, TRS-80 and ATARI:

See EMPIRE OF THE OVER-MIND saving instructions.

SAVING INSTRUCTIONS FOR LORDS OF KARMA, APPLE:

Type QUIT. Press the CONTROL and C keys. When the APPLESOFT prompt appears type BSAVE filename*,A$8ØØ,L$77FF. The program will be saved to the LORDS OF KARMA DISK.

To load type BRUN filename*. After the program has loaded type CALL-151 then 8ØØG.

*You may use any name for a file except file names already used on the disk.